Soccer Program User’s Manual

1. Introduction

This program is used to manage a soccer club. Player, league and team information is stored in an Access database. The player information is updated and edited through the program. The program will generate teams, which are organized by Team. The generated teams can be changed easily by the user. A report is also generated which contains the league name followed by the teams in that league. The team information includes the team number, the total skill level score for the team, followed by a list of players.

**The Database**

1. **PlayerInfo table** – consists of fields to store all of the necessary player information. This table is edited through the program. The key to the field is the PlayerId, which is generated automatically by the database via the AutoNumber selection. Two important fields in this table are the Registered field and the Assigned field. At the beginning of each season the user must select the Reset Database button of the Main Menu in order to set all table entries to Registered = “No” and Assigned = “No”. This indicates that the player is not registered and not assigned to any team. The Reset Database button also sets the TeamId field for each player to 0. When registrations are entered for a new season, the Registered field is set to “Yes”. When the teams are formed, only players who have a birthdate in between the cut off are displayed.
2. **League table** – This table stores information about each league or age division. The key to the table is the league name, such as, U6, U8, etc…. In the fall the user must enter the low and high birthdate cutoffs for each league. Also, the user must enter the number of available coaches for each league. Figure 4 is a screen shot of the League table.
3. **Teams table** – This table stores the team information. The key to the table is the TeamId, which is assigned by the program. The table includes fields for the Coach, Assistant coach, team name, and a list of the PlayerId’s for the players on the team. Figure 5 is a screen shot of the Teams table.

**Steps to Running the Program.**

1. Enter the low and high birthdate cutoffs for each league into the League table as well as the name of the league.
2. Create a list of players that are considered acceptable for the input fields
3. Create a team to hold the players

3. Choose the Leaguebutton to create a league and determine cut off dates as well as Min and Max players allowed for a league.

1. Edit the LowBDCutoff and HighBDCutoff fields to the new values at the beginning of each fall season. Change the Coach and assistant coach name if need be for the new season.
2. Create a database connection.
3. The database is an Windows Access database, it should be present inside the folder, database folder. The connection is already set to automatically run so it shouldn’t need to be altered.
4. In the instance that it does need to be altered, the file titled “DatabaseConnection” should be edited to reflect the name of the needed database.
5. Using the program
6. Open the soccer managment project in the Soccer folder.
7. Press the run button.
8. The PlayerList appears first.
9. When the main menu pops up you will see the top menu option is **Reset Database**. This button is to be pressed one time at the beginning of a new season before any registrations are entered. The purpose of this button is to set all entries in the PlayerInfo table to Registered = “no” and Assigned = “no” as well as reset the team id of players. Also, each entry’s TeamId will be set to 0 indicating not assigned to any team. When players are registered for the new season, their Registered field will be set to “yes”. Only players who are in between the leagues cutoff as present. Do not press the Reset Database button a second time after you have begun registering players for a new season, since you will have to re-register everyone. Additionally, reset database will reflect changes to the Leagues by removing the number of teams assigned to it, as well as the Team by removing players from the player list.
10. The **Player** button is chosen to register players for the new season and to view and edit player information.

1. If an existing player is assigned to the database based off of First Name, Last Name, and DOB, the player cannot be duplicated in that manner.
2. Searching for a player can be done with the search for player button. If the last name is not known, the search button can be pressed without entering a last name to display all available. After locating the desired player, edit can be pressed to update the selected user's information, or delete to remove the player entirely. Upon deletion of a player, the remaining playerIds are updated and corresponding Team PlayerIds as well as League teams.
3. If a new player is to be registered, enter all of the available information. All fields are required except for medical concerns if they are not present. Validation is done the same way when updating as is creating.
4. Once all player information is added, the user can create a team. Teams are to determine the coach as well as assistant coach, along with the name of the team. As with the player search, team search acts the same way to be able to update selected teams or delete selected teams.
5. And finally, if not done so, the League button can be pressed for the user to create a new league. League names can contain letters and numbers and cut off dates must be in the format of yyyy-MM-dd (include “-”). Additionally, the min and max numbers to be accepted by the league are present as well. The min and max numbers are handled by the league to ensure that teams in the same league follow the same pattern of players.
6. The LeagueReport button can be pressed to create teams for desired leagues. The user is first to select a league name from the combo box. Once a league is selected, the Min and max player count can be seen as a preview to ensure the correct league has been selected. Additionally, the name of the league should also assist the user in ensuring it is the correct league.
7. Once the league is chosen a team must be chosen as well. All teams are displayed within the table to ensure the correct one can be found.
8. Once a league and team are selected, the select players button can be enabled.
9. From there, the user is tasked with selecting desired players from the list. Only players who are eligible based on their birthday are shown to be selected. Additionally, players who are already assigned to a team will not be shown in the list.
10. From here, a user can individually add players to a team, or hold control and click to select multiple users at once. For a team to be created, the Min number must at least be selected. The team can hold no more than the max number of players determined by the league. To ensure these standards are followed. Messages will appear to inform the user about their selection of players.
11. Teams can be added as long as there are enough players to meet the criteria required by the league.
12. Once the desired number of teams has been determined, the user can select the print button to proceed to the printing process.
13. The user can determine how they would like their table to be exported but can be easily downloaded as a pdf from the print menu. The user can select a desired storage location as well as name for their printed report.
14. The printed report follows the formation of displaying league names with teams inside of it. Teams in a league will all be displayed before another league is listed in the report.
15. Each report will list all of the players that are in a team as well as their skill level and seasons played to provide an overview of the team itself.
16. Finally, at the bottom of the report, the overall skill level of a team will be displayed. When comparing the skill level of teams in different leagues, the information will not be of much use. However, teams in the same league can be compared against one another to get a comparison of skill.

# Conclusion

The above is a detailed explanation of the software package. The software package can be used to manage a soccer team, including keeping track of player information and forming skill balanced teams. The main advantages of this software package are the flexibility given to the user in choosing the weights assigned to the team selection criteria and the ability to rearrange the teams easily to suit the user’s objectives. Any questions regarding this software can be directed to the following e-mail address: [ejm1020@sru.edu](mailto:ejm1020@sru.edu) Ethan Mann